NICK JR.

DORA the EXPLORER™

Dora Saves the MERMAIDS

EVERYONE

E

CONTENT RATED BY ESRB

2K play

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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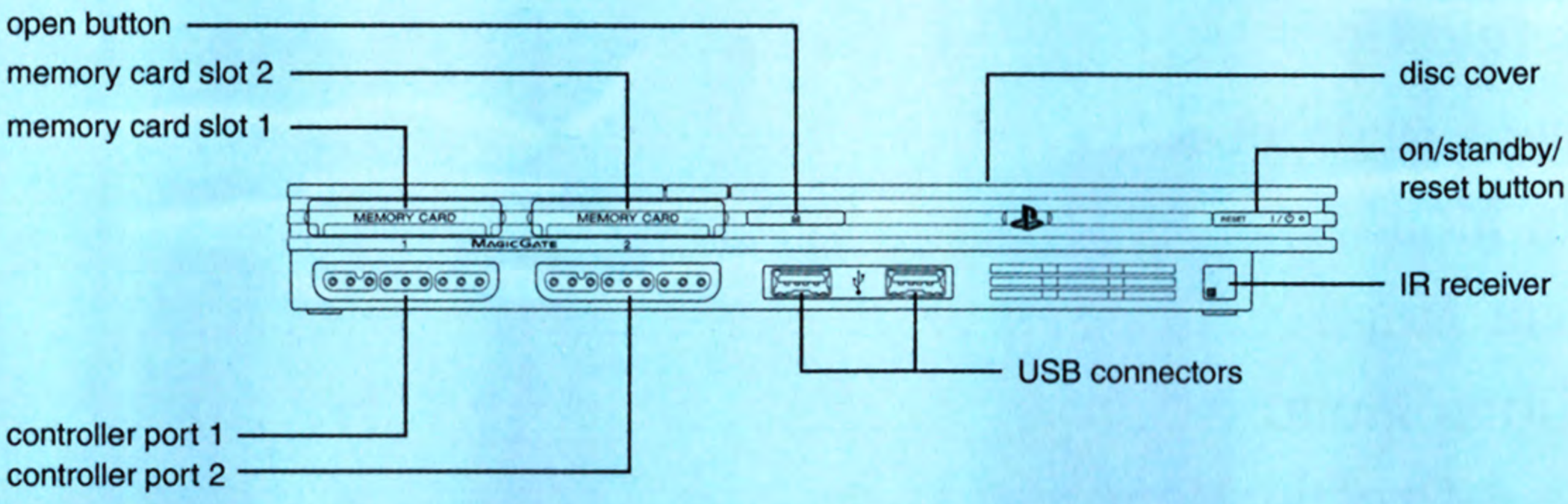
Getting Started



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Dora Saves the Mermaids disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Menu Controls

Directional buttons - Highlight Selection / Adjust Setting(s)

Left analog stick - Highlight Selection / Adjust Setting(s)

⊗ button - Confirm Selection / Accept

△ button - Cancel Selection / Return to Previous Screen

Gameplay Controls

START **button** - Start / Pause / Return to Game

⊗ button, □ button,

△ button, ○ button - Jump / Action buttons

Left analog stick - Move Dora (Move Cursor in Mini-Missions)

Mermaid-Magic Helper Feature Controls

Even an excellent explorer like Dora needs help sometimes! That's why little explorers can get help too from a second player when the Mermaid-Magic Helper Feature in the Options Menu is enabled. The following controls are available using a DUALSHOCK®2 analog controller in Controller Port 2.

⊗ button - Turns Helper Cursor on/off

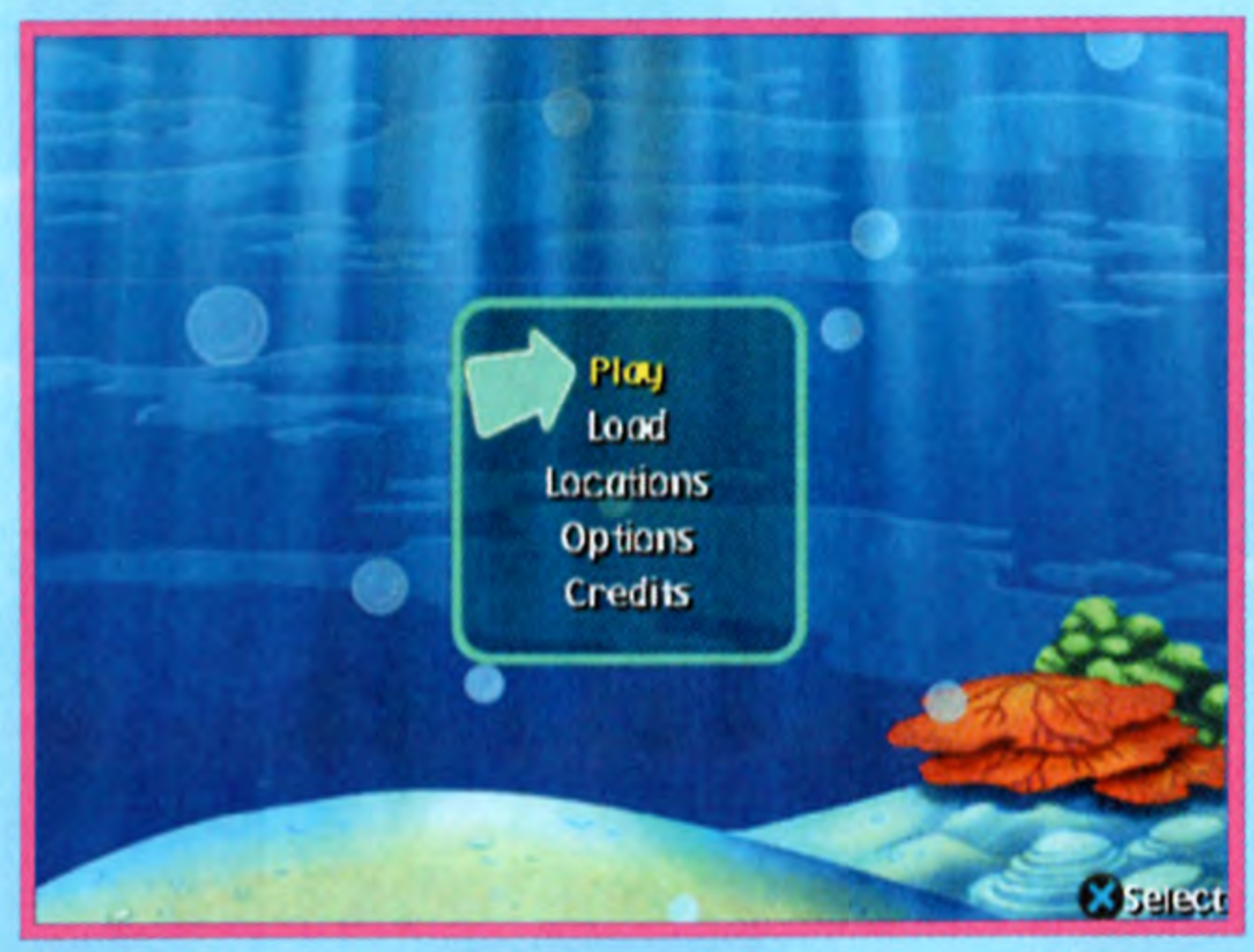
Left analog stick - Moves Helper Cursor (activates cursor if invisible)

□ button - Plays encouragement for the player from Boots

○ button - Makes the Helper Cursor flash. Press again to stop the flashing.

△ button - Makes Boots jump

Main Menu



You'll see this menu screen after you've selected a profile. From here, you can choose from the following five options:

Play

This starts your adventure. You will start with your last saved location. If there is no prior saved location, you will start at the very beginning of the adventure.

Load

This option will allow you to select a different profile. If you don't wish to play the profile you selected initially, you can change to another profile here. If more than one explorer is playing, please make sure that each explorer selects his or her own profile so his or her progress will be saved.

Locations

Each location becomes unlocked when you travel to it in your adventure. Selecting this option allows you to go directly to any unlocked location and play through it again.

Options

Select this option to adjust various game settings. See the Options Menu section for additional information.

Credits

This will list all the people who helped Dora Save the Mermaids!

Pause Menu

During your adventure, you can press the START button at any time to bring up the Pause Menu and pause the game. This feature is not accessible in mini-missions. From the Pause Menu, you can select the following options:

Resume

Resume the game where you left off.

Restart

Restart the game from the beginning of the current location.

Options

Opens the Options Menu to adjust various game settings. See the Options Menu section for additional information.

Exit

Exit the current game and return to the Main Menu.

Options Menu

Music

Adjusts the volume of the music playing in the background of the game.

Sound Effects

Adjusts the volume of the sound effects and dialogue in the game.

Mermaid-Magic Helper Feature

Turns the Mermaid-Magic Helper Feature on/off.

Select Profile Menu

If you have a memory card (8MB)(for PlayStation®2) inserted into MEMORY CARD slot 1, you'll go right to the Select Profile Menu when you start the game. You can also go to the Select Profile Menu from the Main Menu. Once here, use the directional buttons to select the profile you wish to load. Select an empty slot to create a new profile. Selecting a slot containing a profile gives you the option of either creating a new profile in that slot or loading the one already there. If there is no memory card installed containing *Dora Saves the Mermaids* game data, you will be asked to insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1.

Saving and Loading

Saving

At the end of each level, you will be asked if you want to save your progress. This feature will require a memory card (8MB)(for PlayStation®2). More information about the memory card (8MB)(for PlayStation®2) can be found in the memory card section of this manual.

Loading

The Load Game Menu can be accessed from the Main Menu. Once here, you can access the memory card (8MB)(for PlayStation®2) where you saved the game.

Auto-Save

After you select an existing profile or create a new one, you will be asked if you would like to enable auto-saving. With this feature enabled, your adventure will automatically be saved at the end of each level.

Mermaid-Magic Helper Feature

Dora Saves the Mermaids has a special Mermaid-Magic Helper Feature that allows a second person to give little explorers a helping hand by pointing out things on screen or triggering encouraging phrases.

The Helper Cursor

If a second DUALSHOCK 2 analog controller has been plugged into controller port 2 of your PlayStation®2 console, the Mermaid-Magic Helper Feature can be turned on in the Options Menu. With this option enabled, the Mermaid-Magic Helper Cursor can be brought up at any time to help guide the little explorer playing on his or her adventure. Use the cursor to point out needed items or directions on screen.

Mermaid-Magic Helper Controls (In-Game)

START button - Start / Pause / Return to Game

⊗ button - Activate or deactivate the Helper Cursor. The Helper Cursor will time out after 30 seconds if no action is taken.

□ button - Will prompt Boots to encourage the little explorer playing.

○ button - Makes the Helper Cursor flash. Press again to stop the flashing.

△ button - Make Boots jump!

Left analog stick - Moves the Helper Cursor anywhere on the screen during mini-missions, puzzles or standard game play. Use the on-screen cursor to point to particular items of interest or to help guide the player.

Mermaid-Magic Helper Controls (Menu)

Directional buttons - Highlight selection / Adjust Setting(s)

Left analog stick - Highlight Selection / Adjust Setting(s)

⊗ button - Confirm Selection / Accept

△ button - Cancel Selection / Return to Previous Screen

Turning Mermaid-Magic Helper Feature On/Off

Mermaid-Magic Helper Feature options are accessible in two areas.

- After pressing the START button, the Mermaid-Magic Helper Feature page will appear.
- In the Options Menu.

Your Mermaid Mission

Get ready for an ocean of adventure as you help Dora and Boots save Mermaid Kingdom from a mean Octopus who's dumping garbage all over it! Normally, Mariana the Mermaid wishes away the garbage with her Magic Crown, but when a big wave takes it from her, she needs Dora, Boots, and YOU to bring it back before her kingdom disappears in the garbage! Help Dora and Boots dive into a magical mermaid adventure above AND below the waves as they journey to Mermaid Kingdom to return the Magic Crown and save the day. Ready to explore with them?

¡Vámonos! Let's go!

Crown Gems

Collecting Gems

The Magic Crown gets its magical powers from Crown Gems, so Dora must find them! Help Dora gather enough gems to exchange for a Crown Gem at the end of the level. Look for gems along the path and hidden in objects, such as trees or chests. The total number of gems you have collected will appear in the upper right-hand corner of the screen. The counter starts over at the beginning of each level.

To collect a gem along the path, move Dora over to the gem to pick it up. In some cases, you may need to jump on bouncing objects, take slides, or swing on vines to get to the gems. To collect hidden gems, move Dora to the indicated chest, tree, or wherever the gem is hidden. An ⊗ button icon will appear. Press the button for Dora or Boots to retrieve the gem.

Adding Crown Gems to The Magic Crown

At the end of each level, you will find a giant treasure chest where you can trade your collected gems for a Crown Gem. Once you get the Crown Gem, match it to the correctly shaped space on the Magic Crown. When done correctly, the Crown Gem will be added to the Magic Crown.

Explorers

Dora

Dora is a young, bilingual explorer who's always ready for an adventure. She'll do anything for her friends ... as long as she can count on help from a friend like you!

Boots

This bouncy, playful, energetic monkey loves to help his best friend Dora on all her adventures!

Map

If there's a place you want to go, Map's the one you need to know! He always knows the best way to help Dora get where she's going.

Backpack

Anything you need, Backpack has inside for you ... which is why Dora never travels without this helpful friend.

Clam

This magical clam opens up to share with Dora and Boots the story of Mariana the Mermaid and Mermaid Kingdom.

Mariana the Mermaid and Friends

Mariana the Mermaid uses her Magic Crown to keep Mermaid Kingdom clean for all the mermaids and mermen who live there. When she loses her crown, she needs Dora's help to get it back!

Swiper

This quick, sneaky fox is always swiping things from Dora ... but could his swiping skills come in handy on this adventure?

Pirate Piggies

Pirate Pig and his crew of Pirate Piggies are Dora's seafaring friends that can help you and her get past Pirate Island!

Mean Octopus

This mean Octopus has a garbage barge, and he uses it to dump garbage right in the ocean. Without the Magic Crown to stop him, he can cover Mermaid Kingdom in garbage!

Diego

Diego is Dora's cousin and an Animal Rescuer who can call to animals to help Dora.

Benny the Bull

Benny is one of Dora's strongest friends. He's always ready to help, if he can.

Tico the Squirrel

Tico is a Spanish-speaking squirrel and one of Dora's fastest friends. He's always zipping around in vehicles that can help Dora explore even faster!

Interactive Objects

Beach Bouncers

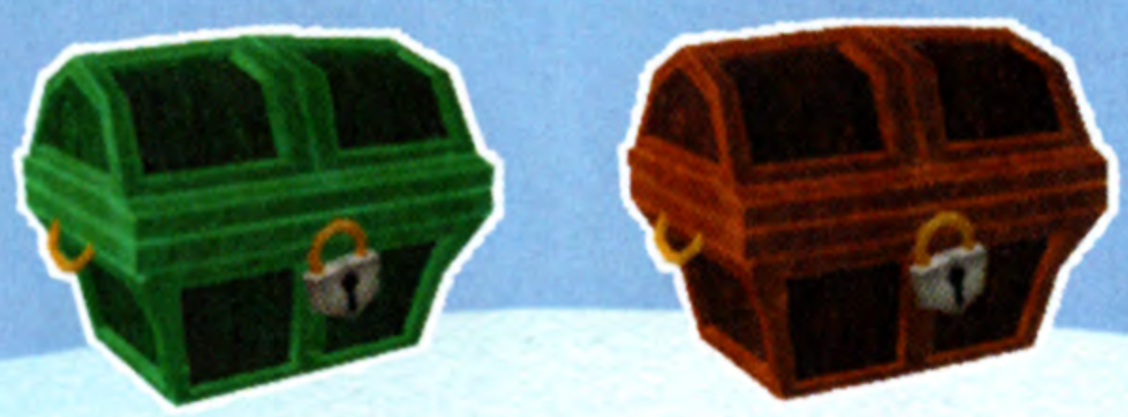
Dora can jump on these objects to bounce up into the air and reach high places.

Spring Boards and Geysers

Dora can jump onto these and they'll send her across and over obstacles in her path.

Bushes, Banana Trees, Logs and Sea Anemones

Dora and Boots can search these objects to find hidden gems.



Chests

Boots can help find hidden gems by jumping right into these treasure chests.

Adventure Locations

¡Vámonos! Help Dora and Boots travel through five different locations to return the Magic Crown to Mariana and save Mermaid Kingdom.

The Beach

Explore the beach with Dora and Boots as they clean garbage, collect gems for the Magic Crown, and search for the Seashell Bridge!

Seashell Bridge and Jetty

Help Dora and Boots cross Seashell Bridge and reach the edge of the jetty. There they continue cleaning up the mean Octopus's garbage and get help from an unexpected friend!

Pirate Island

Dora, Boots, and you will need help from the Pirate Piggies to conga your way past the Coconut Trees on Pirate Island.

Silly Sea

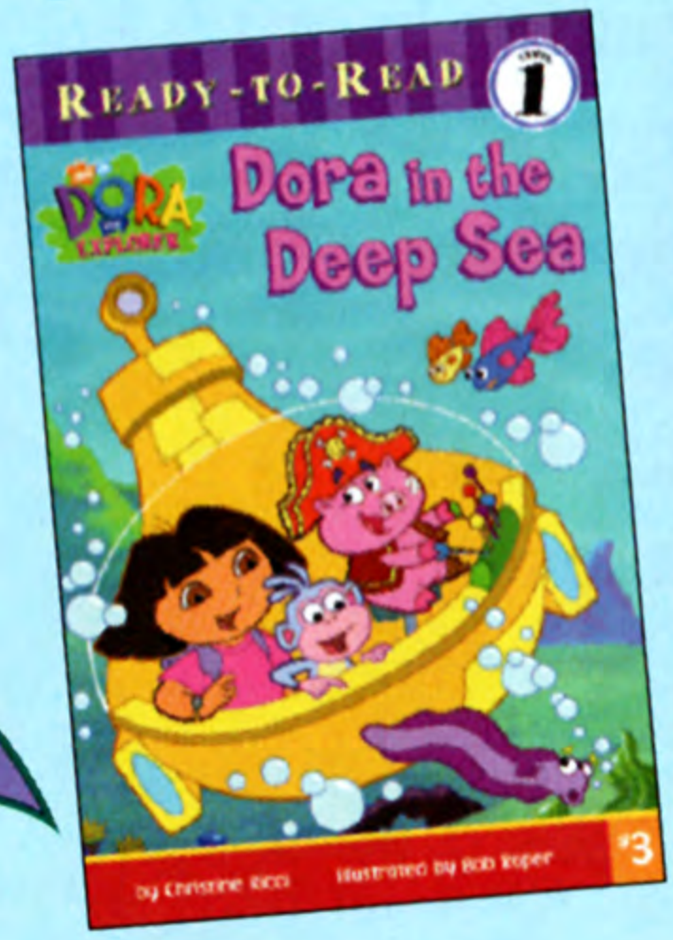
To get through the Silly Sea, Dora and Boots need help from you to ride dolphins, pick up garbage, and count the Silly Sea Creatures who can lead the way to Mermaid Kingdom!

Mermaid Kingdom

Help Dora turn into Mermaid Dora to wish Mermaid Kingdom clean for Mariana and her mermaid friends! And then, you can say with Dora:

WE DID IT! ¡LO HICIMOS!

Splash into Reading with Dora's Ocean Adventures!



Visit www.SimonSaysKids.com for downloadable Dora activities!

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2K play

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